Project 3

* Export/import pipeline
* Enemies
* Video/cutscene playing
* Scripted events
* Player animation handling
* Checkpoints
* Scene management

Project 4

* Scripted events
* Collectables
* Export/import

Project 5

* Trigger System
* Grid

Project 6

* Collision system
* Navmesh
* Trigger System
* Enemies
* Pickups

Project 7

* Editor
* Visual scripting
* Transform hierarchy
* Scene management